2027 SCHOOLS CUP RULES & REGULATIONS

CURRENT AND CORRECT AS OF SEPTEMBER 2026

1.0 GENERAL INFORMATION

1.1 All schools who fall in the Western Sydney Football Associations are eligible to enter a team or teams at any Schools Cup (Tournament) regional competition.

1.2 Students must be enrolled in the school and fall inside the year group ranges. Year group divisions are based on the current year of competition.

1.3 Schools may also enter mixed or single gender teams. Mixed teams will play in the boys competition.

1.4 Referees will be appointed by Western Sydney Wanderers FC (WSW), some may be volunteers. Any parents/coaches and officials in breach of respecting officials may be asked to leave the venue. Violence or verbal abuse towards any official will not be tolerated and may result in expulsion of the school in the competition, loss of points and the school's Principal notified of the incident.

1.5 Match balls will be supplied by WSW and must be returned to the match official at the conclusion of each fixture.

1.6 Schools must complete an online team registration form (one per team), submitted prior to the event commencing. This must include each participant's full name and year group.

1.7 These rules shall cover the Tournament conducted by WSW and shall be directly overseen by the Tournament Director.

1.8 WSW reserves the right to alter the competition Rules & Regulations as required. Such amendments can be made prior to commencement of, or during, the Tournament and can relate to but are not limited to the duration of the matches, disciplinary matters etc.

1.9 Matters not included in these Rules & Regulations must be referred to the Tournament Director for his/her sole determination. There is no right to appeal against the determination of the Tournament Director.

1.10 An entry fee of $100 per team will apply to this Tournament to cover running costs. Any schools that register into the Tournament but withdraw within two weeks of the competition will still be required to cover the entry fee per team.

2.0 ELIGIBILITY

2.1 Players must be enrolled in the school that is competing in the Tournament and should be enrolled in that Year group for the school calendar year.

2.2 The Tournament Director will have the final decision regarding a player's eligibility and status in all situations.

2.3 Any team that is found guilty of fielding an ineligible player for whatever reason shall forfeit the match. Victory and the resultant three points (or progression to the following round) will be awarded to the opposing team as well as a score of 5-0.

2.4 The school's Principal will be notified should there be a breach in the rules and to confirm any disputed with player eligibility.

2.5 WSW will hold no responsibility for inconvenience, loss of revenue or other matters related to teams fielding an ineligible player. This is the school's responsibility to ensure that the competition guidelines are upheld.

3.0 RULES

3.1 Ball can be played and rebounded live off all surfaces.

3.2 No offside.

3.3 Defenders must be 2m from any free kick or restart.

3.4 All free kicks are considered "direct".

3.5 Players must not lean or support themselves with the rebound board whilst playing the ball with their feet.

3.6 No slide tackles. Any defender leaving their feet will result in a free kick for the attacking team. If the knee of the trail leg touches the ground, it will be classified as a slide tackle.

3.7 Penalties taken as marked 90cm from the top of the goalkeepers arc.

3.8 Penalty kicks must be taken without a run-up. The player must have their non-kicking foot planted beside the ball before and during the kick.

3.9 Substitutions are unlimited but only during a stoppage of play and referee approval. Goalkeeper substitutions may be made at the referee's discretion if required.

3.10 Standard football rules apply to back passing to the keeper.

3.11 The ball may travel above the height of the boards during play.

3.11.1 If the ball travels over the pitch net, the ball will be awarded to the goalkeeper of the opposing team (the team that did not kick the ball out) to resume play.

3.12 When the goalkeeper is in possession of the ball, they may only release it underarm. Kicking from the hands or overarm throws are not permitted. The ball must be released using an underarm motion only.

3.13 Any player who receives a red card during a match will be removed from the game and may not return. However, the team may substitute another player to maintain a 5v5 format.

3.14 A goal can be scored from anywhere on the field, including inside the goalkeeper's circle.

4.0 TEAM STRUCTURE/FIELD DIMENSIONS

4.1 For all competitions, a team shall consist of 5 players, one of whom must be a goalkeeper – a minimum of 4 players must be on the field, one of whom must be the goalkeeper, at any one time.

4.2 Teams may list up to 12 total players for any match.

4.3 FIELD DIMENSIONS

CATEGORY	PRIMARY & SECONDARY
Field Size	Length 30-33m Width 20m
Field Markings	Enclosed pitch
Penalty Area	As marked
Goal Size	Height 1.4m Width 3m
Goal Type	Fixed Goals

5.0 MATCH BALLS

5.1 Only WSW supplied match balls are to be used in this competition.

5.2 Size 4 balls (Primary) & size 5 balls (Secondary) will be supplied by WSW.

6.0 FORMAT (PRIMARY & SECONDARY)

6.1 The participating teams will be in a group selected at random and will play a minimum of three games during the day.

6.2 All games will be a minimum of 16 minutes total, excluding any half-time break. The advised duration is 12 minutes per half with a 2-minute half-time break, however the Tournament Director may opt to remove the half-time break to allow more time on pitch. Final format for each event will be communicated to all teams at least one week prior to the event.

6.3 Matches will be timed by a central clock. No stoppage time or penalty shoot out during rounds.

6.4 Timings might be changed by the Tournament Director to ensure the event finish time is 2.30pm at the latest – ensure your team is ready to kick off by the assigned kick off time.

6.5 A grace period of a maximum of 5 minutes will be allowed from the advised kick off, before a forfeit can be claimed.

6.6 The Tournament Director can show leniency if a team is late due to playing in another game, distance to move from one field to the next game or any other factors which may occur at the event causing that team to be delayed at the start time.

6.7 Teams should always refer to the online draw provided for any last minute updates or changes to the schedule which may occur. All teams should check-in at the centralised tournament area for updates.

6.8 Competition points will be awarded as follows:

- **6.8.1** WIN – 3 points
- **6.8.2** DRAW – 1 point
- **6.8.3** LOSS – 0 points

6.9 The top team(s) at each event will progress to the Schools Cup Final. In the event of two or more teams having equal points in the group stage, their respective positions on the table will be determined as follows:

- **6.9.1** The result of the group match between the two teams concerned;
- **6.9.2** Goal difference (For/Against);
- **6.9.3** The number of goals scored (who has the highest total goals scored);

6.10 If, after applying all the above criteria, any two or more teams are still equal, the team to progress will be determined by a coin toss between the two teachers in attendance

6.11 Should scores be level at the end of normal time in a Final, penalty kicks will be taken. The best of three kicks will apply in the penalty shootout. If a winner is still unable to be

determined it will be one-for-one sudden death kicks with the remaining players. Should no result be determined, the rotation will continue with the first kicker, and so on, in a sudden death format.

7.0 STRIP/UNIFORM/EQUIPMENT

7.1 All teams are encouraged to supply a goalkeeper and home playing kit (consisting of a shirt, shorts and socks). Gloves are optional for a goalkeeper.

7.2 It is strongly recommended that all players wear shin pads.

7.3 All teams can have, if available, an alternate strip. If schools are unable to provide an alternate kit, WSW can supply bibs which are available at the Tournament control area.

7.4 In the event of a colour clash, the away team (second team named in the draw) must change strip or wear WSW issued bibs.

7.5 Bibs can be collected from the Tournament control area and must be returned immediately after the conclusion of the game to the referee along with the match ball(s).

7.6 Moulded football boots can be worn, but are not a requirement.

8.0 TEAM SHEETS

8.1 An online Tournament team sheet must be completed by all teams prior to the commencement of the event. No other team sheet will be required for the duration of the Tournament.

8.2 Players named on the team sheet confirm that all players adhere to the Rules and Regulations of the Tournament.

8.3 Players must only play in the team they have been registered to on the nominated day, unless previously approved by the Tournament Director.

9.0 CODE OF CONDUCT FOR THE BENCH

9.1 The Team Manager is responsible to ensure proper conduct of all persons occupying the bench.

9.2 The Team Manager is also responsible to ensure the grounds are left clean and tidy before the departure of the venue.

9.3 Coaching and encouragement in suitable and supportive language is permitted from the team bench but no comments are to be directed to or about referees, opposing players or officials.

9.4 Abusive or derogatory comments will not be tolerated. Offenders may be ordered from the enclosure by the Match Officials or Tournament Director.

10.0 DISCIPLINARY MATTERS

10.1 The Tournament Director may convene a Disciplinary Committee, if required, for matters that are not addressed in the Caution and Send Off Codes below and this committee shall be authorised to suspend, fine, reprimand, caution or otherwise penalise any players, officials or teams who they consider have breached the rules of the game or the Tournament, or have by their action brought the game into disrepute.

10.2 All teams, staff and spectators are responsible for safety of themselves, their teams and also ensure that the venue does not incur any damage due to negligence or anti-social behaviour.

10.3 In all cases where the Disciplinary Committee is required to convene it shall consist of no less than three persons.

10.4 Where a player has been sent from the field, the said player shall be automatically suspended from that player's next game.

10.5 The Tournament Director may, on receipt of the send-off report, request the player to appear before the Disciplinary Committee prior to being able to resume playing.

10.6 Is a player receives two yellow cards during the Tournament, the player shall be suspended from that player's next game.

10.7 There is no right of appeal against the determination of the ruling Disciplinary Committee.

10.8 Players will be cautioned for the following offences as in the Laws of the Game:

10.8.1 CAUTION CODES

10.8.1.1 Is guilty of unsporting behaviour.

10.8.1.2 Shows dissent by word of mouth.

10.8.1.3 Persistently infringes the Laws of the Game.

10.8.1.4 Delays the restart of play.

10.8.1.5 Fails to respect the required distance when play is restarted with a free-kick.

10.8.1.6 Enters or re-enters the field of play without the referee's permission.

10.8.1.7 Deliberately leaves the field of play without the referee's permission.

10.8.2 SEND OFF CODES

10.8.2.1 Is guilty of serious foul play – two game suspension.

10.8.2.2 Is guilty of violent conduct – three game suspension.

10.8.2.3 Spits at an opponent or any other person – suspension for the rest of the Tournament.

10.8.2.4 Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her penalty area) – one game suspension.

10.8.2.5 Denies an obvious goal scoring opportunity to an opponent moving towards the players goal by an offence punishable by a free kick or a penalty kick – one game suspension.

10.8.2.6 Uses offensive or insulting language and/or gestures – two game suspension.

10.8.2.7 Receives a second caution in the same match – one game suspension.

10.9 Any player or team who enters the field of play during a match in which they are not participating in will immediately be removed from the remainder of the tournament.

10.10 A player who throws a punch will be suspended from the remainder of the tournament. The Tournament Director will determine if the team is also suspended from the remainder of the tournament based on the circumstances involved.

10.11 A player shall be deemed to be free of any penalty on leaving the Tournament. Any suspensions incurred during the Tournament shall be served in the Tournament.

11.0 PROTESTS

11.1 There is no right to protest against the result of any match. Referee reports will deem the result final. The Tournament Director will make the final call on all disputes.

12.0 RESULTS

12.1 The results of each day's play will be collated and published online via the live online draw. Final results will also be communicated via email to all schools involved at the conclusion of the event.

13.0 GROUNDS

13.1 Matches will be played at Wanderers Fives, using the five-a-side synthetic pitches.

13.2 Grounds will endeavour to have toilet facilities and suitable food/drink options available. Should these not be available, teams will be advised prior to the event.

13.3 Metal studs are not to be worn on the pitch. Moulded studs and blades are permitted, but not a requirement.

13.4 It shall be the responsibility of each school to discipline their own students, players and spectators, also aligned to their individual school sport policy and behaviour management plans.

14.0 SUBSTITUTION/INTERCHANGE

14.1 The Interchange Rule will be used for this Tournament.

14.2 Interchange may occur at any stoppage during the game. Permission must be sought from the Referee prior to making a substitution.

14.3 Substitutions are unlimited but only during a stoppage of play and referee approval. Goalkeeper substitutions may be made at half-time or at the referee's discretion if required.

15.0 FORFEITS

15.1 If a team is not available to take the field of play within 5 minutes of the scheduled kick-off time, they shall be deemed to have forfeited.

15.2 A forfeit will result in a 5-0 defeat.